

# Patricia Binga

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## Summary

Animation Supervisor and Character Animator with substantial experience in hand animated cartoon animation and visual effects animation for Feature Film, Television and DVD.

Specialties: Character Animation, Hard Surface Animation. I enjoy the challenge of animating weighted characters as well as aircraft and flight animation.

## Experience



### Animation Supervisor

Zoic Studios

Nov 2020 - Present (2 years 5 months)



### Animator

Ziva Dynamics

Aug 2020 - Nov 2020 (4 months)

### PIXO Lead Animator

PIXOMONDO

May 2018 - Aug 2020 (2 years 4 months)

### PIXO 3D Animator

PIXOMONDO

May 2017 - May 2018 (1 year 1 month)



### Animator

FuseFX

May 2016 - Apr 2017 (1 year)

animation and camera tracking for tv



### Animator

DNEG

Sep 2015 - Apr 2016 (8 months)



### Animator

Atomic Cartoons

Aug 2015 - Sep 2015 (2 months)



## **Character Animator**

Keystone Entertainment

Apr 2015 - Jul 2015 (4 months)

muzzle replacement and animation



## **Animator**

The VFX Cloud

Apr 2015 - Jun 2015 (3 months)

VFX Animation for TV/Film



## **Animator**

Image Engine Design Inc.

Dec 2013 - Dec 2014 (1 year 1 month)



## **Animator**

Prime Focus World

Nov 2013 - Dec 2013 (2 months)



## **Animator**

The VFX Cloud

Jun 2013 - Aug 2013 (3 months)

Project: Scarecrow



## **Character Animator**

Bardel Entertainment

May 2013 - Aug 2013 (4 months)

Project : leap frog



## **Character Animator**

Hard Edge Creative

Mar 2013 - Mar 2013 (1 month)

Project : BC elections



## **Senior Animator**

Keystone Entertainment

Oct 2012 - Mar 2013 (6 months)

Responsible for Character animation as well as assisting teammates with animation notes and technical issues.



## **animator**

Image Engine Design Inc.

Jan 2012 - Oct 2012 (10 months)

 **Lead Animator**

Keystone Entertainment

May 2011 - Feb 2012 (10 months)

 **Animator**

Image Engine Design Inc.

Mar 2011 - Apr 2011 (2 months)

character animation

 **Lead Animator**

Keystone Entertainment

Jan 2009 - Mar 2011 (2 years 3 months)

Creation and integration of full CG Characters as well as facial and muzzle replacements for live elements. Helping out the rest of the team with trouble shooting and technical issues, reviewing animation, and assisting in training new employees. Small amounts of rigging and scripting also required.

 **Animator**

Bardel Entertainment

Dec 2007 - Dec 2008 (1 year 1 month)

character animation as lead a small team of animators to produce an animated tv episode working with the director. assign shots, make animation calls and help with tech fixes

 **Animator**

Vanguard

Apr 2007 - Nov 2007 (8 months)

character animation

 **Lead Animator**

Bardel Entertainment

Jan 2006 - Mar 2007 (1 year 3 months)

I lead a team of 5 animators in producing a 10 minute episode every 5 weeks. Go Viva Pinata!

 **Animator**

Bardel Entertainment

Jun 2005 - Oct 2005 (5 months)

Animator on Happily N'ever After

 **Animator**

Bardel Entertainment

Jan 2005 - Jun 2005 (6 months)

Animator on Dragons: the metal ages



### **animator**

stardust animation studios

2004 - 2004 (less than a year)

## **Education**



### **Vancouver Film School**

certificate, 3d Animation and Effects

2001 - 2001



### **Vancouver Island University**

Corel Draw Levels 1 and 2

1998 - 1999

learned the basics of the program and how to develop basic computer graphics, advertisements, etc.



### **Private Studies**

Adobe Illustrator

1998 - 1999

Learned the basics of illustrator Through private tutoring In my career preparations In Highschool

## **Licenses & Certifications**



**3D animation and Visual Effects** - Vancouver Film School

## **Skills**

Character Animation • Maya • XSI • Computer Animation • Visual Effects • 3D • Rigging • Animation • Computer Graphics • Cinematics